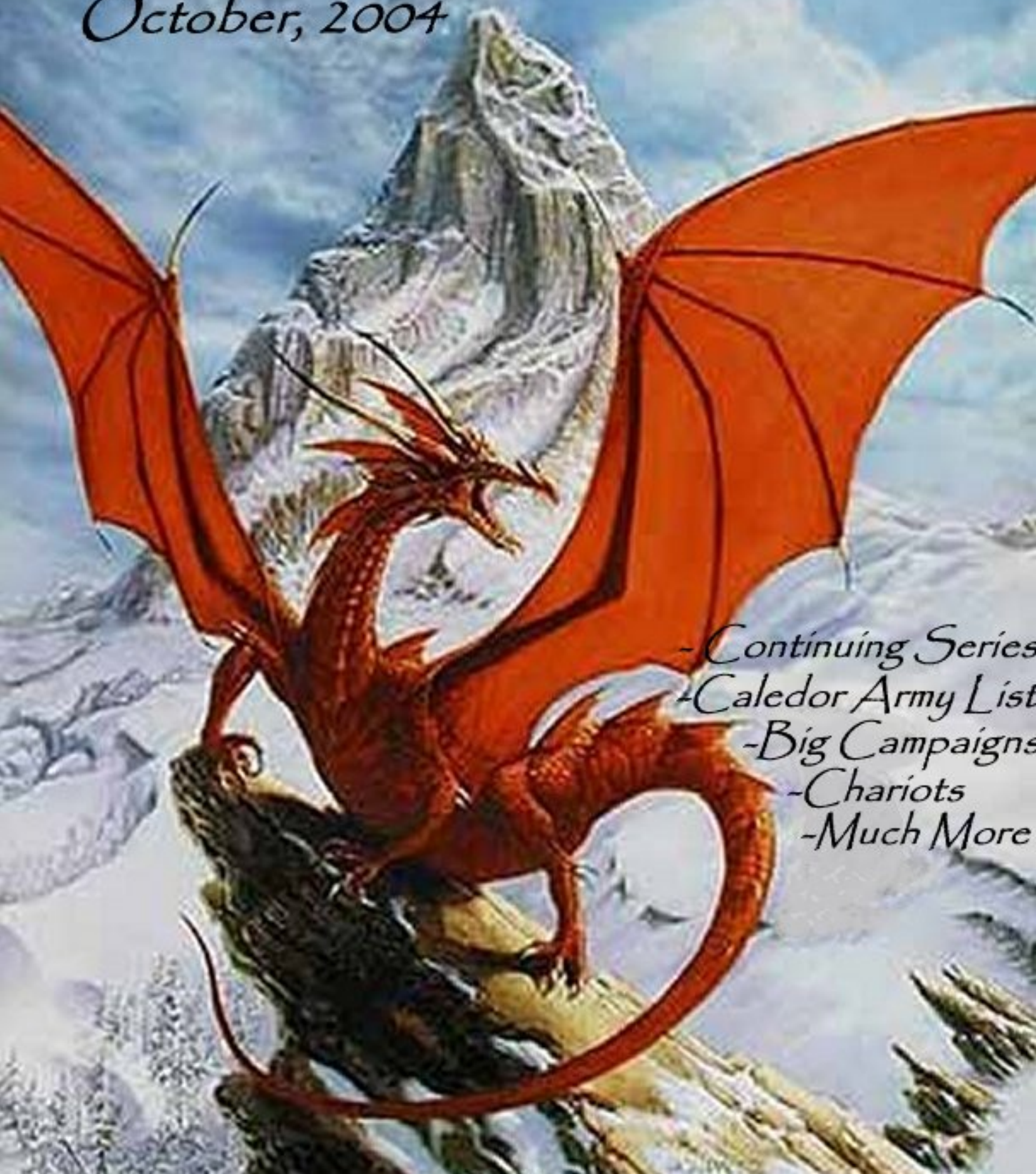


Citizen Levy

Issue 3
October, 2004



- Continuing Series
- Caledor Army List
- Big Campaigns
- Chariots
- Much More

The Citizen Levy

The Official Magazine of Asur.org

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Editor In Chief: Tyrion Reaper

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Intrigue At Court

Events and Politics At Asur.org



Poon Tang Clan Single Out Soon

Well just for fun (and to help fill space), we'd like to announce that Asur.org's resident rap group – the Poon Tang Clan – is wrapping up recording of their first single. "Very Bad" is set to be released on the site within the next week along with an updated website. Stay tuned for more details.

-Timmay



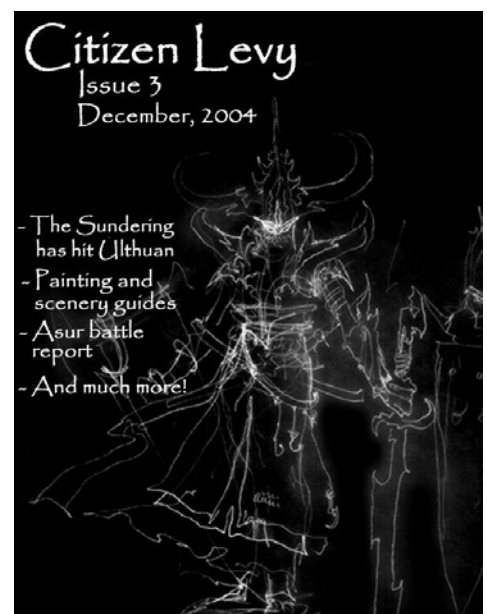
Member Awards

Voting for the Asur.org member awards – a tradition dating back to the previous incarnation of the site – will take place starting November and will last through the month. Visit the link to the Member Awards on the main page to view previous winners and all of the categories.

Next Issue:

The Sundering has hit Ulthuan!

- Campaign information about the Sundering
- Painting guides
- Battle reports
- Loremaster's Report
- Continuing series: Earl's Tales, Quest for the Best Army, and more
- Some special bonuses to kick off the Sundering campaign.



Quest for the Best: Chariots

By NZBFBM

Bob – Good Afternoon Gear-heads. I'm your host Bob Griffon and welcome to the 6th annual Golden Wheel contest. We are in for an exciting contest here today as the best chariot drivers from each race go head to head for the chance to lift aloft the Gold Wheel trophy. Joining me today to help call this event is my good friend and your co-host Kurt Hallbrand. Welcome Kurt how do you see this competition panning out?

Kurt – Thanks Bob and hello to all our views all across the globe. I am really excited to be here for one of my favourite events in the old world-sporting calendar. There has been much talk about the Chaos entries being in top form this edition but you can rule out any of the other Contenders. This is what they have all been training for and they are not going to be holding anything back.

Bob – We will be putting the chariots through their paces in testing the two key areas of survivability, and ability to

dish out some damage. So let's take a look at the rounds:

1. Gauntlet of fire (Chariots must race through our track while under fire from highly trained archers).
2. Bone crunching stuff (Chariots attempt to break a solid block of infantry).

Kurt – Well Bob it looks like our Contestants are in for one rough ride, but you can be assured they won't be holding anything back. Let's take a look at the line up:

- High Elves – Tiranoc Chariot
- Dark Elves – Cold One Chariot
- Chaos – Mortals Chariot, Tuskgor Chariot
- Vampire Counts – Black Coach
- Orcs and Goblins – Goblin Wolf Chariot, Orc Boar Chariot
- Tomb Kings – 3 Light Chariots

Bob – Well there are some fantastic entries there. Now

we are going to cross live to the pit area where all the teams are fine tuning their machines. Our reporter down there is our very own Ogre, Trent Thickskull. Trent can you hear me?

Trent – *drool*

Bob – Trent can you tell us how the teams' preparations are going?

Trent – Uhhhhhh? Trent like Goblin. Goblins are small and funny. Trent catch Goblin! Come here Goblin.....
sound of high pitched squeaking and Trent running around

Bob – I'm sorry we seem to be having, eh... "technical difficulties" with our feed to Trent.

Kurt – Boy he wasn't holding anything back! See him chase that Goblin!

Bob – Well lets cross now live to trackside for the start of the first round. It's going to be a ripper.

ROUND 1 - GAUNTLET OF FIRE

Kurt - The rules for this round are simple. The chariot starts 30" away from a group of 5 Empire Crossbowmen (the winners of the last issue). They must race towards them and round the mark and make it back to the start finish line (60" in total) while trying not to get shot to pieces. If they make it around one lap, they will keep going until their vehicle is destroyed.

Bob - Let's join the action now with the Goblins who are under the Starters orders. And they are off. Boy can those wolves fly. They are moving just about as fast as I have seen anything move. But what's this? There is a streakier on the track! He's running after the chariot.

Kurt - That looks like Trent. It is Trent! Ha look at him go he really wants that Goblin. He's not holding anything back.

Bob - The archers are confused. They don't know who to fire at. The chariot is approaching the turning mark now with Trent right behind. But it looks like the chariot is a bit worse for wear after those crossbow bolts. But they are rounding the mark. Oh no disaster strikes! The chariot has rolled just past the turning mark.

Kurt - Ha look a those Goblins scamper out of there; they

really don't want to be caught by Trent!

Bob - Let's see this crash again in slow motion replay. Right there, you can see one of the bolts has broken the wheel axle that causes the chariot to roll. Well tough luck there but let's catch up on how the other competitors did.

Round 1 Results:

Chariot	Distance Travelled
High Elves - Tiranoc Chariot	45"
Dark Elves - Cold One Chariot ¹	54.9"
Chaos - Mortals Chariot	102"
Chaos -Tuskgor Chariot	42"
Vampire Counts - Black Coach	136"
Orcs and Goblins - Goblin Wolf Chariot	33"
Orcs and Goblins -Orc Boar Chariot	67"
Tomb Kings - 3 Light Chariots	76"

Kurt - well some interesting results there. You can see that the Black Coach didn't hold anything back!

Bob - Um yes Kurt you could say that or you could get some new catch phrases! But now we pass the results over to our Stats Department and after applying a very complicated scaling system we see the final results stand (page 5).

Bob - Well a well deserved win there by the Chaos Mortal chariot. It's truly a rock solid design. Is there anything you want to add Kurt?

Kurt - *sniff* you yelled at me. I don't want to talk to you again.

Bob - Um lets take a break we will be back with round two after these messages from our sponsor Greenskin Builders, for all your building needs.

¹ Scaled by stupidity

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Chariot	Distance Travelled	Point Cost	Inches per Point	Ranking	Points	
High Elves – Tiranoc Chariot	45"	85	0.529	7	2	Kurt – Cricky he is off. What a rude guy! He looks like he wants to get stuck into the soft tender meat of the Spearmen. But it doesn't look like their bow fire is that effective against the armour of the Empires finest.
Dark Elves – Cold One Chariot ²	54.9"	95	0.5779	5	4	
Chaos – Mortals Chariot	102"	120	0.85	1	8	
Chaos – Tuskgor Chariot	42"	85	0.494	8	1	
Vampire Counts – Black Coach	136"	200	0.68	3	6	
Orcs and Goblins – Goblin Wolf Chariot	33"	60	0.55	6	3	
Orcs and Goblins – Orc Boar Chariot	67"	80	0.838	2	7	Bob – Yes Kurt it has been a bit of a poor show so far from the living dead. They are going to really have to pull out all stops for the impact.
Tomb Kings – 3 Light Chariots	76"	120	0.633	4	5	

ROUND 2 – BONE CRUCHING STUFF

Bob – Welcome back to the second half of this exciting competition pitting the best Drives and machines against each other. And boy do we have an exciting round for you now.

Kurt – That's right Bob. This round is what chariots are all about. Killing stuff. We have "enlisted" a unit of Empire spearmen, 16 (4x4) in total full command (197 pts) to be our test subjects for this round. Each chariot will get one charge against the unit. In addition those with bows will

get to have one long range and one short range shot.

Bob – Now that we have been able to restrain Trent, let's catch up with the competition with the Tomb Kings about to finish up the round. And this is exciting news. We have been granted an interview with one of the Tomb King drivers. Let's cross to him now.

Good afternoon Tutu Three, are you feeling confident about your upcoming run?

Tutu -

Bob – Umm what do you think the stiff competition you face from the Black Coach?

Tutu -

Kurt – Are you going to be holding anything back?

Tutu -

Kurt – Yes look at the spearmen. You can see they are nervous. And who can blame them. A day of being charged by chariots is not everyone's cup of tea. But oh my, the impacts ugly! Look at those spearmen fall. It's a blood bath out there. But the survivors are recovering. Look how easily they smash apart the bone of the chariot. They are really striking back with vengeance.

Bob – Yes that strike back by the spearmen could put a damper on the run. We wait now for the score to come up and 4.84. Well not too bad but still not good enough for the lead. Let's look at the final results now:

² Scaled by stupidity

Chariot	Shooting Kills (2 turns)	Kills on Charge	Wounds suffered	Net Wounds Caused
High Elves – Tiranoc Chariot	0.56	3.99	0.56	3.99
Dark Elves – Cold One Chariot ³	0.67	5.05	0.16	5.56
Chaos – Mortals Chariot	0	5.28	0.10	5.18
Chaos –Tuskgor Chariot	0	5.97	0.25	5.72
Vampire Counts – Black Coach	0	4.19	0.13	4.06
Orcs and Goblins – Goblin Wolf Chariot ⁴	-	4.92	0.91	4.01
Orcs and Goblins –Orc Boar Chariot	0	3.81	0.22	3.59
Tomb Kings – 3 Light Chariots	0.67	5.67	1.5	4.84

Kurt – Move over Vampires! Chaos is coming through. What a superb run from both entries. But now its time for scaling:

Chariot	Net Wounds Caused	Point Cost	New Wounds per Point	Ranking	Points
High Elves – Tiranoc Chariot	3.99	85	0.047	4	5
Dark Elves – Cold One Chariot ⁵	5.56	107	0.052	3	6
Chaos – Mortals Chariot	5.18	120	0.043	6	6
Chaos –Tuskgor Chariot	5.72	85	0.067	1	8
Vampire Counts – Black Coach	4.06	200	0.020	8	1
Orcs and Goblins – Goblin Wolf Chariot	4.01	63	0.064	2	7
Orcs and Goblins –Orc Boar Chariot	3.59	80	0.046	5	4
Tomb Kings – 3 Light Chariots	4.84	120	0.040	7	8

Bob - Well the bigger mover there was the Chaos Tuskgor Chariot. Coming from last to power through for first place. But I'm not sure its going to be enough for the win. But lets go across now to the medal ceremony to find out the final results.

³ Shooting Volley Shots

⁴ Don't get to shoot as they can charge a greater distance

⁵ Scaled by stupidity

The Final Results

Chariot	Points Round 1	Points Round 2	Total Points
High Elves – Tiranoc Chariot	2	5	7
Dark Elves – Cold One Chariot ⁶	4	6	10
Chaos – Mortals Chariot	8	6	14
Chaos –Tuskgor Chariot	1	8	9
Vampire Counts – Black Coach	6	1	7
Orcs and Goblins – Goblin Wolf Chariot	3	7	10
Orcs and Goblins – Orc Boar Chariot	7	4	11
Tomb Kings – 3 Light Chariots	5	8	13



Model by Rob Lane

Bob - So there we have it. The final ranks for the races look like this:

Since both the Chaos and Orcs have two entries, their highest results will be taken as their race score. So the over best races for Chariots are:

Rank	Army (final points)
1 st	Chaos – Mortal Chariot (14)
2 nd	Tomb Kings (13)
3 rd	Orcs & Goblins – Orc Chariot (11)
4 th	Dark Elves (10)
5 th equal	High Elves (7)
5 th equal	Black Coach (7)

Bob – Well Kurt it has sure been a fantastic day.

Kurt – You can say that again.

Bob – It has sure been a fantastic day. *laughs* But seriously folks, It has been an honour to bring you these games. But make sure you are here next time when the best basic infantry of each race face off. This is Bob Griffon saying goodnight. Goodnight.

⁶ Scaled by stupidity



Issue 3 October, 2004 Caledor

Muster of the Asur Part 2

This is part two of the Ulthuan Themed List project. In this issue, we will be introducing the Caledor army list, special rules for the list, province specific spells, etc.

We encourage everyone to playtest this list, as the purpose of the list being released in the Citizen Levy is to apply a list that looks good on paper to the tabletop. So please playtest, develop conversions for it, etc.

May Asuryan Guide You,

TimmyMWD

Provincial Armies Composition Rules:

- *Only Eataine may use Dogs of War. This is up to change and has not been really put to much thought.*
- *Forces from other Provinces may be taken. A character from another province (i.e. Priest of Vaul in Chrace) may be taken for +1 hero choice. A unit from another provincial list may be taken for +1 rare choice (so Swordmasters are 1 special 1 rare in a Nagarythian army).*
- *For right now, Provinces have full access to the High Elf magic items unless stated otherwise specifically.*

Below is the basic army list for Avelorn. The Themed List team has come up with lots of fluff for the specific units, the background of Avelorn, the Priestesses of Isha, etc. The full Avelorn entry will be featured in the final army book. Below are the full list of Avelorn unit special rules, so as they will not have to be repeated in the list proper:

Special Rules:

Priest of Vaul:

Master Smiths: Vaul's priesthood are comprised of the best smiths on the entire continent of Ulthuan. As such, for each Priest in the army, you may nominate one commander or Prince to receive 25 pts of magical items in addition to his normal point limit.

House Guard:

Caledorian Pride: The unit is immune to panic tests caused by units with lower leadership value. May never flee as a charge reaction.

Halberd Masters: When using the Halberd and shield, House Guard may use their shield while wielding their halberd as if it was one handed.

ARMOURY OF CALEDOR

Banner of Caledor at 75 points

The Banner of Caledor is a magical banner, and is available with the common and 'High Elf only' magic items.

Magic Banner

All units with Caledorian Pride within 12 inches of the banner can re-roll failed to-hits on the charge. If the banner is captured, all units with Caledorian Pride take Leadership tests on 3d6, discarding the lowest dice until it is reclaimed. They also *hate* the unit with the banner.

Flamerender at 45 points

A mighty weapon that represents a nobles power in Caledor, it is has destroyed many a foe.

Magic Weapon

+2 strength to the user, and may cast the bound spell Fireball at power level four once per magic phase.

Fang of the Drake at 35 points

This ancient tooth has been carved into a lance, and is used by the famous Dragon Princes of Caledor.

Magic Weapon

Counts as a lance, but ignores armour save on the turn that the user charges.

Armour of Vault at 25 points

This black armour is forged by the famous Priests of Vault in their volcanic temple.

Magic Armour

Provides a 2+ armour save that cannot be improved. In addition, the armour can never be reduced past a 6+ save. However, if a magical weapon or ability ignores armour saves, then the Armour of Vault is ignored.

HONOURS OF CALEDOR

Caledorian Pride 0 points – Mandatory

Caledorians are a noble and stubborn people. They will not falter when weaker soldiers do.

Must be taken by all characters except the Priest of Vault. The character is immune to panic tests caused by units with lower leadership value. May never flee as a charge reaction.

High Commander 10 points

Politics may run rampant in the Elven kingdoms, but some generals have a sway of influence over the bickering.

With this honour, you may modify the dice roll for Intrigue at the Court +1 or –1, whichever is in the direction of the character with this honour.

Fearsome Charge 25 points

This noble is an expert in handling his lance, and can often wound his opponent even if it at first seems impossible to score a hit with his lance.

May re-roll failed rolls to hit when the character charges.

Wurm-Master 20 points

This Caledorian shares a special bond with his mount, and if slain his mount will avenge his loss.

When the character dies, the monster mount automatically passes his monster reaction test, and the monster has *hatred* for whatever unit or character killed the rider.

Dragon Tamer 15 points

Elves can learn to converse with dragons, to bond with them and control them – even if they are dark or of evil alignment. Must be riding a Dragon or Drake to take this honour.

Any Dragons fighting the High Elf Character in Hand to hand must pass a LD test before it attacks. This test is taken in the same way as any other LD-based test, using the Dragon's LD characteristic if unriden or the characters LD if ridden. If failed the Dragon refuses to attack or use it's breath attack. But it will attack if it is attacked first.

Other Honours

All other honours may be taken, but if you take Lion Guard or Swordmaster, that character counts as a character from another province (and takes up another hero slot).

LORDS

High Elf Princes form the mainstay of Caledorian leaders, but there are also some Archmages who reside in the mountainous province.

Prince

Points/model: 125

	M	WS	BS	S	T	W	I	A	Ld
Prince	5	7	6	4	3	3	8	4	10

Weapons: Hand weapon

Options:

- May choose a lance (+6 pts), spear (+6 pts), a Great weapon (+6 pts), a halberd (+6 pts), or an additional hand weapon (+6 pts).
- May wear heavy armour (+6 pts), or Dragon Armour (+8 pts), and may also carry a shield (+3 pts)
- May ride an Ithilmar barded Elven steed (+26 pts), a Great Eagle (+50 pts), a Griffon (+200 pts), or a Dragon (+320 pts).
- May choose a combination of Honours and/or magic items from the Common, High Elf, and Caledorian magic items lists, to a maximum total value of 100 pts.

Archmage

Points/model: 220

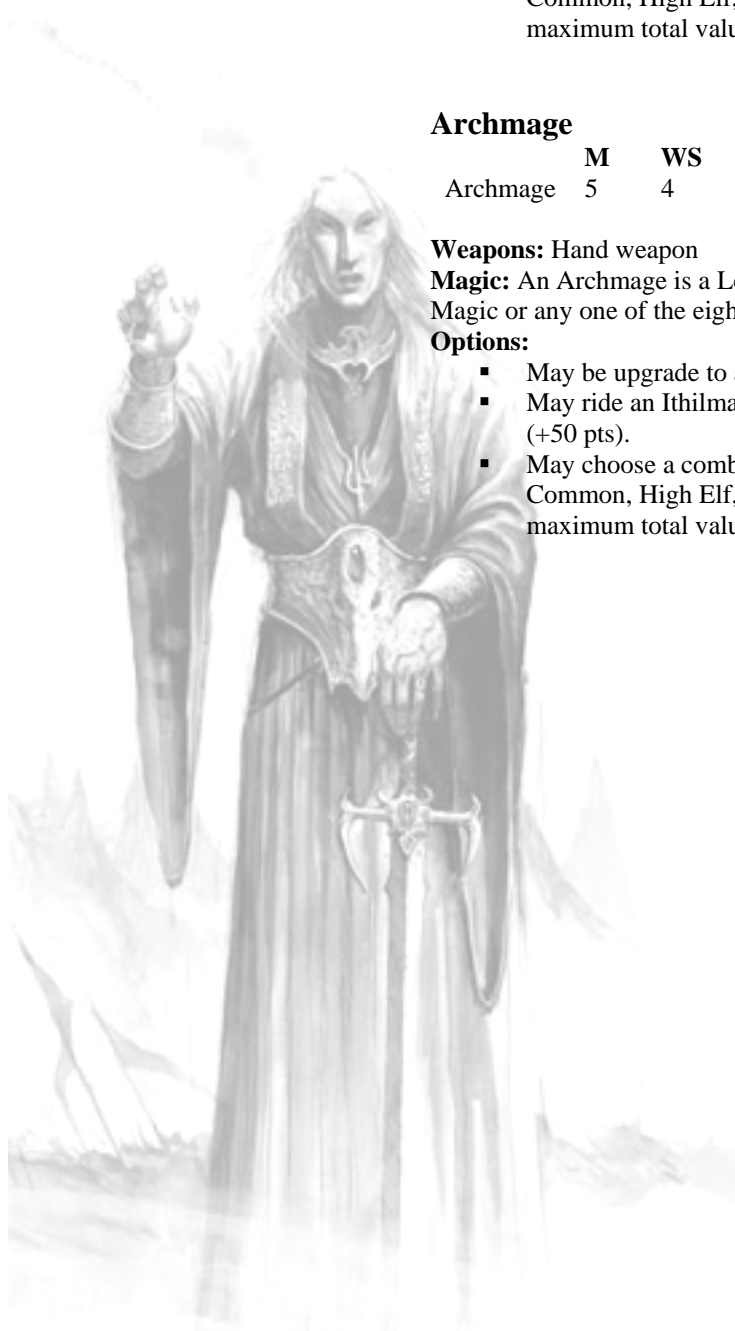
	M	WS	BS	S	T	W	I	A	Ld
Archmage	5	4	4	3	3	3	5	1	9

Weapons: Hand weapon

Magic: An Archmage is a Level 3 Wizard. He may choose either High Magic or any one of the eight lores described in the Warhammer Rulebook.

Options:

- May be upgrade to a Level 4 Wizard for +35 pts.
- May ride an Ithilmar barded Elven steed (+26 pts) or a Great Eagle (+50 pts).
- May choose a combination of Honours and/or magic items from the Common, High Elf, and Caledorian magic items lists, to a maximum total value of 100 pts.



Commander (see side panel*) Points/model: 70

	M	WS	BS	S	T	W	I	A	Ld
Commander	5	6	6	4	3	2	7	3	9

Weapons: Hand Weapon

Options:

- May choose a lance (+4 pts), spear (+4 pts), a Great weapon (+4 pts), a halberd (+4 pts), or an additional hand weapon (+4 pts).
- May wear heavy armour (+4 pts) or Dragon Armour (+4 pts), and may also carry a shield (+2 pts)
- May choose to ride an Ithilmar barded Elven steed (+26 pts), or a Great Eagle (+50 pts).
- May choose a combination of Honours and/or magic items from the Common, High Elf, and Caledorian magic items lists, to a maximum total value of 50 pts.

Mage Points/Model: 95

	M	WS	BS	S	T	W	I	A	Ld
Mage	5	4	4	3	3	2	5	1	8

Weapons: Hand weapon

Magic: A Mage is a Level 1 Wizard. He may choose either High Magic or any one of the eight lores described in the Warhammer Rulebook.

Options:

- May be upgrade to a Level 2 Wizard for +35 pts.
- May ride an Ithilmar barded Elven steed (+26 pts)
- May choose a combination of Honours and/or magic items from the Common, High Elf, and Caledorian magic items lists, to a maximum total value of 50 pts.

Priest of Vault Points/Model: 90

	M	WS	BS	S	T	W	I	A	Ld
Priest of Vault	5	5	4	3	3	2	5	2	8

Weapons: Hand Weapon

Magic: A Priest of Vault is a level 1 Wizard. He may choose between the Lore of Fire and the Lore of Metal.

Options:

- May choose a smithing hammer (Great Weapon +4 pts), or an additional hand weapon (+4 pts).
- May wear Heavy Armour (+6 pts) (Note that the Priest cannot cast spells if he wears Heavy Armour).
- May choose a combination of Honours and/or magic items from the Common, High Elf, and Caledorian magic items list, to a maximum total value of 50 points.

Special Rule: Master Smiths

HEROES

*BATTLE STANDARD BEARER

One commander in the army may carry the Battle Standard for +25 points. The Battle Standard Bearer may only be the army's General if he was randomly selected in the Intrigue at Court rule otherwise he is ineligible. The Battle Standard Bearer cannot choose any non-magical equipment except for heavy, dragon, and barding for his steed. He cannot be mounted on a Great Eagle. The BSB can have any magic banner (no points limit), but if he carries a magic banner he cannot carry other magic items or use any honours.

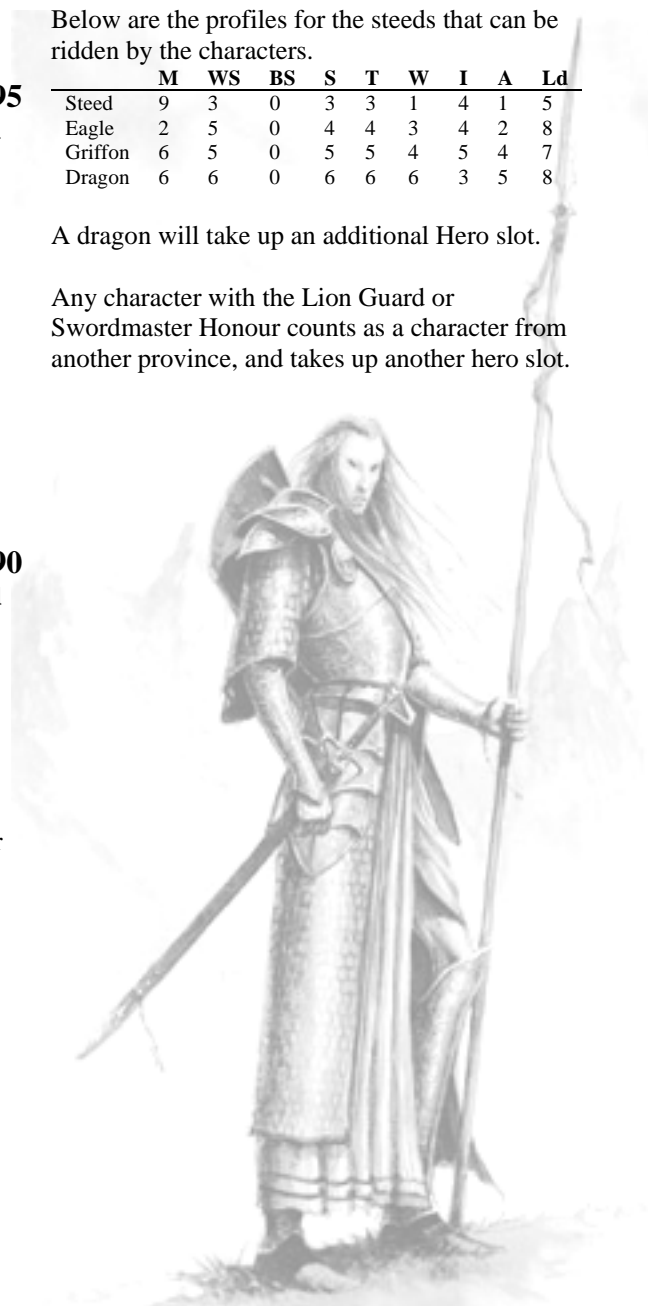
CHARACTER STEEDS

Below are the profiles for the steeds that can be ridden by the characters.

	M	WS	BS	S	T	W	I	A	Ld
Steed	9	3	0	3	3	1	4	1	5
Eagle	2	5	0	4	4	3	4	2	8
Griffon	6	5	0	5	5	4	5	4	7
Dragon	6	6	0	6	6	6	3	5	8

A dragon will take up an additional Hero slot.

Any character with the Lion Guard or Swordmaster Honour counts as a character from another province, and takes up another hero slot.



CORE UNITS

Core units are made up of the Citizen Levies within Caledor, as well as some of the aspiring nobles of the realm.

FIRST AMONG EQUALS

One unit of either Spearmen or Silver Helms may be given a magic standard worth up to 25 points.

Archers

Points/model: 12

	M	WS	BS	S	T	W	I	A	Ld
Archer	5	4	4	3	3	1	5	1	8
Champion	5	4	5	3	3	1	5	1	8

Unit Size: 10+

Weapons and Armour: Hand Weapon, longbow

Options:

- Any unit may be equipped with light armour for +1 pt/model.
- Upgrade one Archer to a Musician for +6 pts.
- Upgrade one Archer to a Standard Bearer for +12 pts.
- Promote one Archer to a Champion for +12 pts.

Spearmen

Points/model: 11

	M	WS	BS	S	T	W	I	A	Ld
Spearmen	5	4	4	3	3	1	5	1	8
Champion	5	4	4	3	3	1	5	2	8

Unit Size: 10+

Weapons and Armour: Hand Weapon, spear, light armour & shield.

Options:

- Upgrade one Spearmen to a Musician for +6 pts.
- Upgrade one Spearmen to a Standard Bearer for +12 pts.
- Promote one Spearmen to a Champion for +12 pts.

Special Rules:

Fight in three ranks with spears

Silver Helms

Points/model: 19

	M	WS	BS	S	T	W	I	A	Ld
Silver Helm	5	4	4	3	3	1	5	1	8
Champion	5	4	4	3	3	1	5	2	8
Elven Steed	9	3	0	3	3	1	4	1	5

Unit Size: 5+

Weapons and Armour: Hand weapon, lance, light armour

Mounts: Elven steed with barding

Options:

- Any unit may be equipped with shields for +2 pts/model.
- Any unit may upgrade to heavy armour for +2 pts/model.
- Upgrade one Silver Helm to a Musician for +7 pts.
- Upgrade one Silver Helm to a Standard Bearer for +14 pts.
- Promote one Silver Helm to a Champion for +14 pts.

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0-2 House Guard

Points/model: 13

	M	WS	BS	S	T	W	I	A	Ld
Guard	5	5	3	3	3	1	5	1	9
Flamebearer	5	5	3	3	3	1	5	2	9

Unit Size: 10+

Weapons and Armour: Halberd, Dragon Armour, Shield

Options:

- Upgrade one House Guard to a Musician for +6 pts.
- Upgrade one House Guard to a Standard Bearer for +12 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50pts
- Promote one House Guard to a Flamebearer for +12 pts.

Special Rules:

Caledorian Pride, Dragon Armour, Halberd Masters

SPECIAL UNITS

Where as the bulk of the Caledorian armies are formed from the levies, these troops are professionals, fighting for long periods of their life.

Mountain Rangers

Points/Model: 10

	M	WS	BS	S	T	W	I	A	Ld
Ranger	5	4	4	3	3	1	5	1	8
Trailblazer	5	4	4	3	3	1	5	1	8

Unit Size: 5+

Weapons and Armour: Hand weapon, Shield, Light Armour

Options:

- Any unit may be equipped with bows for +2 pts/model
- Promote one Ranger to a Trailblazer for +12 pts.

Special Rules:

Scout, Skirmish

0-2 Dragon Princes

Points/Model: 28

	M	WS	BS	S	T	W	I	A	Ld
Dragon Prince	5	5	4	3	3	1	6	1	9
Drakemaster	5	5	4	3	3	1	6	2	9
Elven Steed	9	3	0	3	3	1	4	1	5

Unit Size: 5+

Weapons and Armour: Hand weapon, Lance, Dragon Armour, & Shield.

Mounts: Elven steed with Ithilmar barding.

Options:

- Upgrade one Dragon Prince to a Musician for +9 pts.
- Upgrade one Dragon Prince to a Standard Bearer for +18 pts.
- A Standard Bearer may carry a Magic Standard worth up to 50 pts.
- Promote one Dragon Prince to a Drakemaster for +18 pts.
- The Drakemaster may choose up to 25 pts. Of magic items

Special Rules:

Dragon Armour, Caledorian Pride

RARE UNITS

Rare units are the most obscure and powerful units Caledor has to offer. From war machines to Drakes, these are fearsome units.

0-1 Drake Riders of Caledor*

Points/model: 270

	M	WS	BS	S	T	W	I	A	Ld
Dragon Prince	5	5	5	4	3	3	6	2	9
Drake	6	5	0	5	5	5	3	4	7

***Note that Drake Riders of Caledor take up two rare slots**

Unit Size: 1-3

Weapons and Armour: Lance, Hand Weapon, Dragon Armour, Shield

Mounts: Drake

Options:

- Any Dragon Prince may take up to 25 pts of magic items

Special Rules:

Fly, Cause Terror, Large Target, Scaly Skin (4+), Breath Fire (s3), Caledorian Pride

Repeater Bolt Thrower*

Points/model: 100

	M	WS	BS	S	T	W	I	A	Ld
Bolt Thrower	-	-	-	-	7	3	-	-	-
High Elf Crew	5	4	4	3	3	1	5	1	8

***Note that 1-2 Repeater Bolt Throwers count as only one Rare unit choice.**

Crew: 2 High Elves

Unit Size: Each Bolt Thrower model is a single unit.

Weapons and Armour: Hand Weapons, Light Armour

Special Rules:

Repeater Bolt Thrower

Great Eagle*

Points/model: 50

	M	WS	BS	S	T	W	I	A	Ld
Great Eagle	2	5	0	4	4	3	4	2	8

***Note that 1-2 Great Eagles count as only one Rare choice.**

Unit Size: Each Great Eagle model is a single unit.

Weapons: Talons (count as hand weapons)

Special Rules:

Fly.

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Spells of Caledor

The Mages of Caledor specialise in powerful magics, calling upon the powers of Vaul and the Dragons. Instead of knowing Drain Magic, Caledorian mages may choose one of the following spells as a replacement.

Phantasmal Terror

Cast on 8+

Pick an enemy unit within 24" of the caster; unit must take a panic test.

Dragon wrath

Cast on 9+

Pick an enemy unit within 36" of the caster; place a flame template all models under the template (including partials) take a S4 hit.

Follow Up: Caledor List

We'd like to hear your play testing results, see your conversions, etc. Just like the Avelorn form, a sticky will be created in the Ideas Forum for your comments, results, and feedback concerning the list. Feel free to email any of the Citizen Levy staff for submitting conversion pictures or pictures of battles involving this list to be featured in the next issue.



Jaeleth's Tale

By Prince Ellanon

I

I peered into far the darkness surrounding the low hilltop. There were only friendly elves to be seen around the hill. I could see spearmen at the front of the battle line, their helmets glinting faintly from the bright torch their standard bearer bore. My fellow asur archers stood in one of three units on top of one of three hills. Trained from a young age to use the bow, the night would be filled with white-fletched death. I would do my best to make sure of that.

Slightly behind and beside the spearmen units I saw two units of Silver Helms, one to the left of the phalanx, and one to the right. Their tall polished helms still glittered, even with the poor light from the torches of the spearmen. Standing with us in our regiment was a mage called Thessator. He was a wizard who studied the lore of Astromancy, and I had seen him demonstrate the potency of his spells before. Here and there among the battle formation, I could spot contingents of elite units as well, a regiment off the justly feared Swordmasters of Hoeth, and a band of shadow warriors lurking in the

trees. All was ready for the assault of our enemy.

"So Jaeleth," said my colleague Yarith, "Are you ready to show us that skill with a bow you are always bragging about?"

"Well, I'll at least make sure I slay more Druchii than you Yarith!" I replied, grinning.

Yarith began to laugh as well, and we both got louder and louder, until a sharp look from our leader, Phalne, silenced us with a glare. Feeling my cheeks color, my mind was put off of my embarrassment as I heard a horn sound from the front of the battle line.

"Archers," Yelled Phalne, "ready bows!"

Praying to Asuryan for courage and sureness of shot, I took a deep breath and drew my longbow from my back. A family heirloom, the bow was jet black with gold inlays. I have always carved my arrows from red jushtan, and fletched them black. I like to stand out, and this way I can know which arrows I can reclaim when we win.

As I drew a long jushtan shaft from my quiver, I could see

the ranks of spearmen bristling, as if they were eager to fight our dark kin. I nocked my arrow, but did not draw it until commanded. Peering into the rolling plain ahead, I could see the shapes advancing now. Then, I heard a loud croaking sound from one of the formations. Cold Ones. Slow-witted reptiles the size of a horse, who could snap your head off with one chomp of their jaws. Their eyes shone with stupidity; although their masters could easily urge them on to do their bidding. Their teeth, yellowed and razor sharp, grinned with an unusual smile, a menacing grimace.

With a jolt, my commander's voice brought me back to the real world.

"Phoenix Company! Target the advancing riders on the far left flank!"

Turning my head to face, I drew the fletching to my cheek with practiced ease. Looking there, I could see the dark riders advancing on the flanks of a spearmen unit. I targeted the musician, holding my bow steady, waiting for Phalnes signal.

"FIRE!"

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I let loose, at the same time as eleven other longbows around me twanged, our arrows hissing through the air towards our target. I could single mine out as hit whistled through the air, not taking my eyes off it until I had another arrow drawn to my cheek.

"FIRE AT WILL!" Shouted Phalne as he let go of his own arrow. Another cloud of mainly white fletched death hurtled towards the dark riders, drawing their attention. They horsemen drew their repeater crossbow and galloped at full speed towards the shadow warriors covering our formation. I let loose another arrow, this time having the satisfaction of seeing clearly that I had hit the Druchii, right in the windpipe.

Towards the center of the battle line, a group of Ellyrion Reavers had gotten around the rear of the enemies formation, and had charged a unit of Executioners from Har Gareth in the back, routing the foul Druchii from their engagement with a company of spearmen. Elsewhere, the Cold One Knights had broken through a unit of spearmen only to be charged by a regiment of Silver Helms, who showed no fear at the sight of the huge beasts.

Thessator looked like a raving lunatic, his hands and fingers wildly tracing magical patterns in the air, making

the spells that the sorceresses cast against our army useless. Finally, using a spell of his own, a bolt of white lightning shot from his hands and crashed into a unit of Druchii warriors, cascading among them like river rapids, felling several. Thinking they would catch the mage off guard, the sorceresses hurled a bolt of dark lightning at a unit of warriors from Chrace. Thessator pulled a scroll from his belt, and read the incantation. A web of deep blue light sprang up in front of the White Lions, after which the spell disappeared with a puff.

I let loose another arrow into the unit of dark riders, hitting a steed in the eye. The horse fell instantly to the ground, it's rider's leg crushed under the weight of the beast. The dark riders were then too close to the shadow warriors to keep firing, and so I looked around to find myself a new target.

Then, noticing a glint of light near the center of the battle line, I looked at a regiment of Dragon Princes, the bodyguard of our general, Prince Ellanon. Prince Ellanon was in personal combat with the Druchii Highborn, their magical blades ricocheting off of each other in showers of sparks, their shields banging away any attempt to wound. Rumor had it that Ellanon's blade was made from sea-gold, and would cut through any armor easily if it got the chance. Ellanon

also wore vambraces of pure gold, which were inlaid with strange patterns in the tongues of Lustria. They seemed to emanate a magical aura, protecting the Prince of Caledor from harm. The battle seemed to be quickly swinging in Ellanon's favor. He continually backed the Druchii lord away from his onslaught, and finally he severed the head of the dark elf after a feint ploy. The cold one unit engaged with the Dragon Princes disengaged and fled, only to be cut down by our swift steeds.

I loosed an arrow at a unit of druchii warriors who had been beaten back by a unit of spearmen, looking around the battlefield. Prince Ellanon's tactics had been successful, and the Dark Elves were in a rout. The Silver helms pursued them along with Ellanon himself. Lowering our bows, my fellow asur relaxed, glad that the battle was over.

I began to sit down, but then I heard something behind me. A crack of a twig in the forest? Probably just a deer. But then, why would there be a deer in the forest where battle had just taken place. Curious, I turned around, and did not have time to scream as the butt of a druchii spear came down on my head, and I fell unconscious as I was swept up with a rope, dragging along the ground as the dark riders galloped off into the sunrise.

The Earl's Tales //

By Tom

Last time I tried to give you a vague idea about our Warhammer scene in Austria and provided you with some general ideas about myself. This time we have a look at the evolution of a gaming personality and the various aspects of the hobby. As this magazine should focus on High Elves I will try and talk about them as much as possible, but I will vary from topic to topic.

1. "Early Childhood Stage"

Having studied Psychology for some terms I thought it a good idea to call the first part of my life as a Warhammer player "the early childhood". Like a child, you are not really focused on what you are doing but you are interested in all and everything. Information is vital but sometimes hard to get. Older players, more experienced players are sometimes like parents. They seem to care for you but have little patience. Many seem to like to tell you what you should NOT do instead of giving more positive tips. But it is okay; learning by doing is one of the better if not one of the best methods.

So I learned about the rules and what possibilities there are. This is also a time where many people choose their favourite army because they

chose more with their heart than with their brain. I was on the side of the light. More so, I had a distinct dislike for all "bad" armies. No offense but I really *hated* Vampires, Orcs and their brethren. Not surprisingly my first armies were Bretonia and Wood Elves, soon followed (in 6th) by Empire, Dwarfs and High Elves. I was beaten most of the time during my first year, still in the old edition. Not really cause I played so poor but I refused to make "Überarmies". Like a child I stuck to my idea about that game. Like a child I made many mistakes. Sometimes good advice would have been better because I bought much "useless" stuff, like a child I couldn't stop buying new armies. I bought about 8 (!) armies in my first two years. (including 40.000). And I was not patient enough, I painted too fast, resulting in a poor painting standard. I didn't really play on a regular basis but I played some games and wanted to create armies that had a touch of realism.....(more about that later)

2. "Childhood Stage"

The beginning of the current edition saw a huge step forward. The then new rules suited my playing style

perfectly and the constant loser transformed into a constant winner. My focus at the beginning of the new edition was on dwarfs (all the readers who hate them may forgive me..) and High Elves. Interesting mixture but then I didn't give too much on background, at least not on GW background. I mastered the rules and soon wanted more. I read everything I found, I started to be very active on various boards, I started to play.....I played often, too often perhaps. 4-8 proper games per week were quite normal for me.

You hear a certain word very often, beardy or cheesy, now I don't really like that word and I don't think that it describes my playing style at that time but some may be tempted to use it. What I did at that time was I tried to be perfect. Not a real shame but you can overdo everything. I was, at the age of about 29, like the brilliant kids at school. They seem to know it all and sometimes the rest of the kids don't like them. Now I don't think that I was not liked but people started to show a certain respect. And some started to avoid playing me because they feared another loss. While others started to praise me, "look at him, hasn't lost for 30 games.." and so on. All this resulted in a certain pressure

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to win games and in other people to beat me.

So how did it work? Army composition is a vital point; many go so far and say that the whole game is about army composition. I wouldn't go that far but I would say that 40% might be okay, 20% go to deployment, 20% movement and "decision making" during the game and 20% is pure luck. Of course you do not really have to agree but think about it! Why have you lost or won your last games?

I was no longer the young child who did things just for the fun of it. I wanted to compete with the other, now older, children, and I became the best. I became the best by coincidence but once you fly high you like the place.

Army composition became a science and I had certain rituals or let's call it questions I asked myself:

- Do you really need that unit or magic item?
- Aren't there other options, cheaper (points wise) options that do the same job?
- Can a certain unit fulfil all the tasks I want it do?
- Where can I get the points for more models, better equipment?
- Is this army able to dictate the game?

These and similar questions I asked myself over and over again. As you can see it is strictly orientated on winning. One of my credos is FLEXIBILITY or in other words it is your opponents who should be in trouble thinking what to do next while you just try to dictate the game. Normally my armies lacked the "signs" that are really called cheesy, I seldom used dragons, seldom used armies that just could do one things (no shooty from hell) but I used armies that were tailored to the maximum.

A few years ago I wrote an article about tactics and I talked about "principles" that you should have in mind and one of the principles is the principle of superiority. You can't really win many games if you have an overall balanced army. Of course you might win but you might loose as well (which is perfectly okay but just not for me at that point).

So a typical High Elves army from me was like the following:

- Master mage
- Two other mages
- Small unit of Lotherners, simply for the protection of the mages
- 2 small units of Silver helms
- 4 chariots
- Hero on eagle with magic bow (or hero on chariot)
- Maybe small unit of swordmasters
- Shadow warriors

- Eagles
- 2 RBTs

Perhaps you see the idea behind it. This army is more a wood elvish style army. Small units but most of them are fast and can hit hard. Annoying units like scouts and hero and eagles. Some shooting power. This is no army that is inactive, constant movement is the key. The mages and the Lotherners are the bait but none ever managed to kill a single mage. Sometimes I lost all Lotherners to enemy magic or shooting but I didn't lose the mages. This army is simply annoying as it tries to weaken the enemy with magic and shooting while trying to hindering march movements in order to be able to use magic and shooting to an extreme. Most of the time there was no hand to hand fighting till 4/5th round and just the ones I was quite sure to win.

First time I lost with High Elves was when I changed my playing style. I played against someone I knew just from the web and I was beginning to get into a new phase of my player character. I reduced my strength, no master mage, bowmen and spearelves, larger silver helms and hero in silver helms...just 2 chariots.....bingo, I lost against Skaven..☺

I am quite sure that above army will have a much harder life today. Especially tunnel-teams like skaven or tomb king units won't make it too easy but I think I would

still win more often than loose.

So, next time I will go on with my evolution of a gamer. I am sorry that I couldn't bring it to an end but real life

provided me with a second child and my son needs some attention! ☺

But fear not, the Earl will be back and I would like to say good-bye with one of my favourite minis, painted by my old friend Winter whom

some might know from Coolminiornot where he should be known as fuzzicato. I am quite proud to own such a splendid miniature.



(painted by W.Winter, pic by Tom)

You can get into contact with me via constable@austromail.at
Yours Tom, known as Earl Tomran

Citizen Levy

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Flesh and Blood

Druchii.net unveils their online campaign – and its time we Asur took the fight to the Dark Elves. The Dark Elves have erupted in a civil war between the Temple of Khaine and the resurgent Cult of Slaanesh. Malekith has stepped back and let the squabble continue, meaning that there is a slight break from the endless attacks against our fair people.

Taking advantage of the conflict, Enthardon Alar has called his allies and all those who wish to see the end of the druchii race to Arnhelm – a high elf colony in the new world. It is here that a sixth fortress-gate is slated for construction – the Shadow Gate. It will provide a barrier from the sorties launched to sabotage the port of Arnhelm. With this protection the colony can flourish and serve as a staging point for attacks into Naggaroth itself.

Asur.org will have a major part to play in this campaign, and we encourage everyone to participate if they can. How does it work? It is structured just like the Storm of Chaos campaign – there are various battle sites for you to report your combat in. Currently there are two for the High Elves: Arnhelm itself and the Wrath Gates. Orders will be posted on the front page with orders given for each province as to which battle site to deploy to.

<http://campaign.druchii.net> is the site for the campaign and is where you post your battles. Note: NO REGISTRATION REQUIRED ON THEIR SITE. You simply put your email address as a way of validating the battle report. If you can get your foe's email then even better because your battle will count for more.

So watch the announcements and may Asuryan guide all of us – because after all – it may be unofficial but it has caught the eye of GW – and Asur.org is due for some official fluff.

And speaking of campaigns



Picture by MDK of Druchii.net

Campaign Army List

What campaign goes without a special army list? The Dark Elves have two (unofficial) lists for the Flesh and Blood Campaign: Temple of Khaine list and Slaver list. After talking with Langmann – admin of Druchii.net, and Jeff Leong – one of the two managers for the campaign, an army list was created for the High Elves. Please note that this is an unofficial list just as the Druchii.net campaign is unofficial. You must get your opponents permission to use the army list below.

LOTHERN SEA GUARD

A List Created by Tim Royers and Jeff Leong

With thanks to the Loremasters of Asur.org ~ Elthair, Ricold, and Regulus in particular, and Bob of Yvresse

Lothern boasts the largest standing force in all of Ulthuan. Its defense comes not from the citizen levy, but from the professional Lothern Sea Guard – the elite elven marines that defend Lothern and the seas of Ulthuan. The High Elves boast the strongest navy in the known world, utilizing the power of their swift Hawk and Dragon Ships to destroy any who cross their path. Bolt Thrower batteries are mounted on the ships and deployed on land sorties if necessary, and the able Sea Guard wield both bow and spear against the foes of Ulthuan. With the onset of the events in the New World, a taskforce of ships from Lothern has been dispatched to the colony of Arnhelm to aid in its defense against the Druchii harassment.

The following troops count as characters, Core, Special, or Rare units in the Lothern Sea Guard army list:

Lords	Commodore (Prince) Storm Weaver (Archmage)
Heroes	Captain (Commander) Mist Mage (Mage)
Core Units	Lothern Sea Guard Ship's Company
Special Units	1+ Lothern Sea Rangers (Shadow Warriors) 0-1 Sea Drake Hunters Great Eagles
Rare Units	Repeater Bolt Thrower Merwyrm (Same rules as the High Elf Sea Patrol List) 0-1 Knights of the Glittering Tower (Silverhelms)

Note: No character may be mounted on a Dragon, and may only take an Elven Steed if a regiment of Knights of the Glittering Tower are taken.

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Army Special Rules:

-Master of the Ship: *Intrigue at Court* is ignored if one or more Commodores are present.

-Unique Spells: *Follow the same rules per the High Elf Sea Patrol List*

-Stealth Strike: *All scouting units in the army may participate in a special round of shooting (including characters with Shadow Armor). During this round of shooting the shooters ignore all negative to hit modifiers, and may target any enemy unit on the table regardless of range, line of sight, and proximity to friendly troops (although they may not take out single characters within a regiment of similar sized models). This represents the sea rangers moving before the infantry and assailing the enemy forces.*

Lothorn Sea Guard Special Rules:

In addition to the normal profile of the Lothorn Sea Guard, add the following special rules:

-Drilled Marines: *The Lothorn Sea Guard are highly drilled troops. If all enemies who have declared a charge against the unit are within the unit's front arc, the LSG unit may use a special charge reaction. The unit may stand and shoot and may then add up to two ranks before the chargers are moved. Measure all charge distances before LSG models are moved. If by moving models to add ranks a previously successful charge now fails, it still counts as a successful charge – move the enemy unit into contact with the LSG.*

Also, Champions of Lothorn Sea Guard regiments may take magic items worth up to 25 points. One regiment of the Lothorn Sea Guard may take a banner worth up to 25 points.

SHIP'S COMPANY 9 pts/model

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
<i>Mariner</i>	5	4	4	3	3	1	5	1	8
<i>Champion</i>	5	4	4	3	3	1	5	2	8

Unit Size: 10-20

Equipment: *Hand Weapon and Light Armor*

Options:

- *Any unit may be equipped with Shields for +1 pts/model*
- *Any unit may be equipped with Additional Hand Weapons for +1 pts/model*
- *Any unit may be equipped with bows for +2 pts/model*
- *Upgrade one Mariner to Musician for +6 pts/model*
- *Upgrade one Mariner to Champion for +12 pts/model*

Special Rules:

- *May take one regiment of Ship's Company for every regiment of Lothorn Sea Guard you take.*

0-1 SEA DRAKE HUNTERS 15 pts/model

	<i>M</i>	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>
<i>Sea Drake Hunter</i>	5	5	4	3	3	1	5	1	8
<i>Hunting Champion</i>	5	5	4	3	3	1	5	2	8

Unit Size: 5+

Weapons: Nets and Tridents and Hand Weapons

Armor: Light Armor and Shield

Options:

- Upgrade one Sea Drake Hunter to Hunting Champion for +14 pts/model

Special Rules:

Skirmish

Trident - Tridents require two hands and are resolved at +1 S. Against monsters (any model with three or more wounds in its profile that is ogre sized or larger) , any unsaved wound from a trident becomes d3 wounds.

Nets - Net attacks may be made on the first turn of any combat, and are a special attack resolved before combat begins. On the turn the unit with nets enters combat (regardless of whether they charge or are charged), for each model in base combat with the enemy, roll to hit with the net. Each enemy model successfully hit, will require 6's to hit the Elves in the first turn of combat. In return, any attacks by the Elves against a netted opponent automatically hit. In the following rounds of combat, all attacks are resolved normally (the enemy have either freed themselves or perished).

Fearless Hunters -The Sea Drake Hunters have faced many grave dangers, monsters of epic proportions, and terrifying foes. The regiment is immune to fear and terror.

And there you have it, the Lothorn Sea Guard list for the druchii.net campaign. We feel this is a much better army list than the one released for the Storm of Chaos. While still 16 points with shields, their new special rules make them definitely worth their points. Ships Crew now have a far different role than Sea Guard with additional hand weapons, and they now count for their core choices. We added some more special choices, and we opted to add Silverhelms. Why? This army needs some way to produce heavy hitting results. So go out and use this list to its maximum potential – finally we have a proper Sea Guard force.

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Dragons: The Next Generation

The second part of a series by Gilead Lothain

At the citadel of Tor Drassi in southeastern Caledor, the Drakemasters have worked tirelessly to help wake the sleeping dragons. Potions, spells, even light (but respectful) jabbing and poking have been tried but to no avail. If anything, the dragons fell into a deeper sleep with only the famed Dragon Prince Imrik able to wake them. All had seemed lost until one day a glimmer of hope was found. While exploring the cave network underneath the sleeping chambers of the dragons was a find which may yet save the elven race. One of the largest clutches of eggs that has ever been seen since we Asur first befriended the Dragons of Caledor during the time of Aenarion.

The Drakemasters of Tor Drassi immediately set to work counting all the eggs they found, which numbered to almost three hundred! The dragons must have sensed that their long hibernation was coming upon them and to compensate they must have advanced their mating season by a few years. These newly discovered eggs were hastily moved to the artificial nests in Tor Drassi where, with the absence of their parents, the Drakemasters will take upon themselves the responsibility of raising the wyrmlings when they hatch.

The first of the eggs have already hatched and wyrmlings of red, blue, white, yellow, and green have come forth into the world. While newborns only range from ten to fifteen pounds with a length of four feet and a height of two, they rapidly grow over a course of a few months, usually weighing around thirty to fifty pounds with a length of two meters and a height of three feet. The first two born were a blue male named Azureynthas and a green female named Cyranaxiouse. As part of tradition Azureynthas was presented to the Phoenix King to rear and raise as his own, Cyranaxiouse was likewise given to the Everqueen. Similarly the most powerful and influential lords of the Asur were given their own wyrmlings so that the drakes can become accustomed to their new comradeship.

One of the most astonishing discoveries about this new generation of dragons is that some have a certain proficiency for magic. These wyrmlings were immediately transported to Hoeth with a few Drakemasters so that they could be accurately tested and trained. Even after only a few months of training these wyrmlings have mastered spells that can

baffle even the most gifted initiate. It is even rumored that a drake named Frostinthaal, by his Loremaster companion, has almost matched the elder magician in magical prowess; and being only four months old this wyrm is indeed a prodigy of the highest degree.

The red wyrmlings have shown a tremendous aptitude for the craft of battle, which is highlighted by their viciousness and cunning. Baalithraxym, first of the newborn reds found and slaughtered a band of Dark Elven shades off the coast of Nagaryth only three weeks after his birth. The only parts of them he did not consume were their weapons, armour, and any treasure shiny enough to adorn his newly found lair. Baalithraxym has not chosen an elven companion and seems content in his lair, which is a small cave at the base of a large, active volcano in northwestern Caledor. He has visited several mansions of the High elven elite in that region and, to much of the jealousy of other Caledorian nobles, he has visited the Lothian household on more than one occasion. Apparently he may have found a kindred spirit in the battle-hardened patriarch of the house, Gilead.

The dragons of the yellow hue have proven very popular among the peasantry of Ulthuan. Constantly flying anywhere they please and bombarding the people with their questions and riddles. Their quick wittedness has enabled them to solve even the most difficult of puzzles the Drakemasters have given them and have even

conceived their own that baffle the Drakemasters to no end. Practical jokes have also infuriated several of Ulthuan's nobles with their crops being stolen only to be returned tied into a myriad of shapes such as people animals, and other shapes of draconic origin.

Almost all of the wyrmlings who have emerged from their shells have been

matched with a companion who will grow with the drake and teach him/her the ways of the world and the arts of battle. Although they won't be large enough to support a fully armoured rider into combat for at least a hundred years they loyally and dutifully trot alongside their companions following them into danger and any other situation they are curious about.

0-1 Dragon Familiar: pts. 115 (*wyrmlings take up one hero choice*)
Wyrmling: M6 WS4 BS0 S4 T4 W3 I3 A3 Ld7

Fly: While wyrmlings are still very young the art of flying among their kind is ingrained into their psyche even before they are hatched. Wyrmlings can fly as described in page 106 of the Warhammer rulebook.

Fear: Even if very young hatchlings are not as terrifying as a full-grown dragon they are still beings held in high fear and respect by all races. Wyrmlings cause fear as described on page 81 of the Warhammer rulebook.

Breathe Fire: One of the greatest legacies that the sleeping dragons of Caledor left to their children is the breath of flame. All wyrmlings benefit from the Breathe Fire rule found on page 13 of the Warhammer Armies: High Elves rulebook.

Scaly Skin: Like their parents, wyrmlings benefit from a scaly skin armour save of 3+.

Attributes: Like their parents these young drakes come in many different colors and sizes. But each different color type of dragon is unique in its persona and abilities. Below is a list of all the variants and their abilities. You may choose one and that choice costs an additional 40 pts.

Blue: Blues are fast, agile, and by far the best fliers of this new generation. Since the first of the blues made his home in Cothique the rest have followed suite, befriending the nobles of the area. Able to dodge bullets from human and dwarven guns as well as ducking under or jumping over lightning bolts cast from the finger tips of veteran magicians. To represent their quickness all blues have a ward save of 5+.

Green: These dragons are reputed nature lovers and wyrms of the forest. Making their homes in the deep wood of Avelorn, their knowledge of the woods of any land is amazingly uncanny. In fact, it is speculated that green wyrmlings can psychically commune with the very spirits of the trees and even coerce them into doing the drake's bidding. To represent this you may add d3 forests onto the battle. In addition you may also select either one unit of dryads or one Treeman in the army within the normal

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army restrictions. (i.e. the extra units will take up an additional special or rare slot)

Red: Wyrmlings of the red color have a temper hotter than their breath. They make their homes in the active volcanoes of Caledor, finding comfort in the extreme heat. The fire from their breath is speculated to be even hotter than the flame most dragons spew from their mouths. Since there is a rumor that they make a practice of eating molten rock in order to achieve this effect it comes as no surprise to the drakemasters concerning the potency of their breath. Since a red drake's breath is so powerful the first enemy model hit by it receives a strength 5 hit, any other model hit receives the normal strength 4 hit. Red wyrmlings are also subject to frenzy and have a toughness of 5.

White: Unlike any of their siblings, white wyrmlings are adept at the art of magic. Making their homes around Saphery so as they can be near to their magical tutors, these wyrmlings have even surpassed even the most gifted of magical initiates with only a few months practice in their art. To represent this white wyrmlings are considered to be level 1 mages in the lore of High Magi. In addition, they may upgrade to an extra level for an additional 35 points (up to a maximum of level 2).

Yellow: These young drakes are the curious tricksters of the lot. Obsessed with anything shiny or really, really important looking these wyrmlings have already built up large treasure hoards in their lairs (much to the disappointment and outraged of many vandalised nobles). Although not great fliers, fierce warriors, or adept magicians, these wyrmlings are genius' concerning metalworking and alchemy. Their breath even resembles this fact; the most unusual of dragon breath it is totally devoid of flame. Instead their breath is a golden mist that surrounds the enemy target and when it settles all that is left is a golden statue where a living person was, earning it the name of "midas breath". Any enemy that suffers an unsaved wound as a result of the Midas Breath will count for double the victory points for game point resolution. In addition, as a result of the yellow drake's fantastical knowledge of metalworking, one hero and lord choice may take an additional 25 points of magic items from the High Elven armory.



The Sundering

*A Campaign coming to
Asur.org
December, 2004*



As you know, there was an advertisement at the end of Citizen Levy #2 stating that something was coming to Asur.org this month. Unbeknownst to us at the time, Druchii.net was already preparing to launch their Flesh and Blood Campaign

on October 1st. This became an issue because the planned launch this month was that of our own campaign.

Preparation began in the middle of August, and after a quick discussion the Loremasters agree to launch a campaign for the site. It originally intended to represent modern day Ulthuan and the besieged gates that defended the inner kingdoms. However, it was decided that we would like to have it recreate the most significant moment in the history of the elves – the Sundering.

Planning continued, and we realized the difficulty of having our members find a dark elf opponent to play against and that it would not attract too many people. Thus we concluded our campaign would be very different than the Storm of Chaos style design that the druchii.net campaign employs. Instead the campaign will function around Battle Companies – similar to those found in recent White Dwarf articles for Lord of the Rings.

The Chaos of the Times

The Sundering was a devastating and confusing time on Ulthuan. No one

knew who to trust, and in the beginning of the conflict it was simply a large number of skirmishes between nobles and their small forces.

No tabletop games of Warhammer are played in this campaign. Instead you simply need to be registered on the site. If you are, you will be able to create your own noble – determine whether he is for Malekith or the Council of Princes, what province he is from, and spend some points to give him his (or her) equipment. Once the prince is generated, a battle company is created to accompany their character.

Driving the campaign is a huge map of Ulthuan divided into sixty plus battle zones. Each turn (a day) a player may move their battle company to one adjacent territory to fight in (or they may stay in their current territory of course). Combat is driven by automatic scripting – and the outcome generates experience for each of your battle company members.

Winners generate influence among their elf peers in the form of “influence dice.” A player can use them to recruit more members to his forces, buy new equipment for him/herself, etc.

Citizen Levy

Asur.org

Battle Company Management

Hero Name: **Enthardon**
 Home Province: **Nagarythe**
 Faction: **Council of Princes**
 Wins Losses Draws: **0/0/0**
 Current Location: **Anlec**

Select battle zone: **Annulli High Lands**

Name	Rank	Kills	M	WS	BS	S	T	W	I	A	Ld	Armor Type	Weapon	Mount	Ranged	Special Rules
Hero																
Enthardon	Prince	0	5	5	6	4	3	3	6	2	9	Heavy Armor	Two Hand Weapons	None	Longbow	Hate followers of Malekith
Warriors																
Spearelf	-	0	5	4	4	3	3	1	5	1	8	Light Armor and Shield	Spear	None	None	No special rules
Spearelf	-	0	5	4	4	3	3	1	5	1	8	Light Armor and Shield	Spear	None	None	No special rules
Spearelf	-	0	5	4	4	3	3	1	5	1	8	Light Armor and Shield	Spear	None	None	No special rules
Spearelf	-	0	5	4	4	3	3	1	5	1	8	Light Armor and Shield	Spear	None	None	No special rules
Archer	-	0	5	4	4	3	3	1	5	1	8	None	Hand weapon	None	Longbow	No special rules
Archer	-	0	5	4	4	3	3	1	5	1	8	None	Hand weapon	None	Longbow	No special rules
Archer	-	0	5	4	4	3	3	1	5	1	8	None	Hand weapon	None	Longbow	No special rules
Shadow Warriors	-	0	5	4	4	3	3	1	5	1	9	Light Armor	Two Hand Weapons	None	Longbow	Hate followers of Malekith
Shadow Warrior	-	0	5	4	4	3	3	1	5	1	9	Light Armor	Two Hand Weapons	None	Longbow	Hate followers of Malekith

Update Information

Last Turn's Report:
 You have not fought a battle yet.

Influence Dice
 Total Influence Dice: 0

Above is a screenshot of the battle control panel where you manage your battle company, spend influence dice, move your forces, and find out how you did last turn. All of your micro management takes place here in between the end of turns. The macro-management takes place on the global campaign window – which features the map, a list of battle zones and their specific info as well as fluff updates.

So now you know the general mechanics of the campaign, but who will be running it all? Calarion and his team of GMs will be managing the events, interpreting the victory data to determine who controls what province, and also determining where special characters (such as Caledor) are located. They can also apply bonuses to certain battle sites (i.e. if Caledor is fighting at Tor Achre then all of his followers receive +1 to their leadership). Some members of the site will have access to special characters, powers, etc. The Provincial Commanders will serve their ranks in the campaign – and as it progresses and definite armies begin to form you will have the option of merging your battle company with theirs to form one massive devastating army. Others still will play other roles, but it has not been set in stone. Stay tuned for announcements in the next coming months – and in December the campaign will hit home.